

RED ALARM^{TM*}



KIDS TO ADULTS



AGES 6+

VIRTUAL BOYTM

INSTRUCTION BOOKLET

VUE-VREE-USA

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KIDS TO ADULTS
ANIMATED VIOLENCE

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Thank you for selecting the Red Alarm™* Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

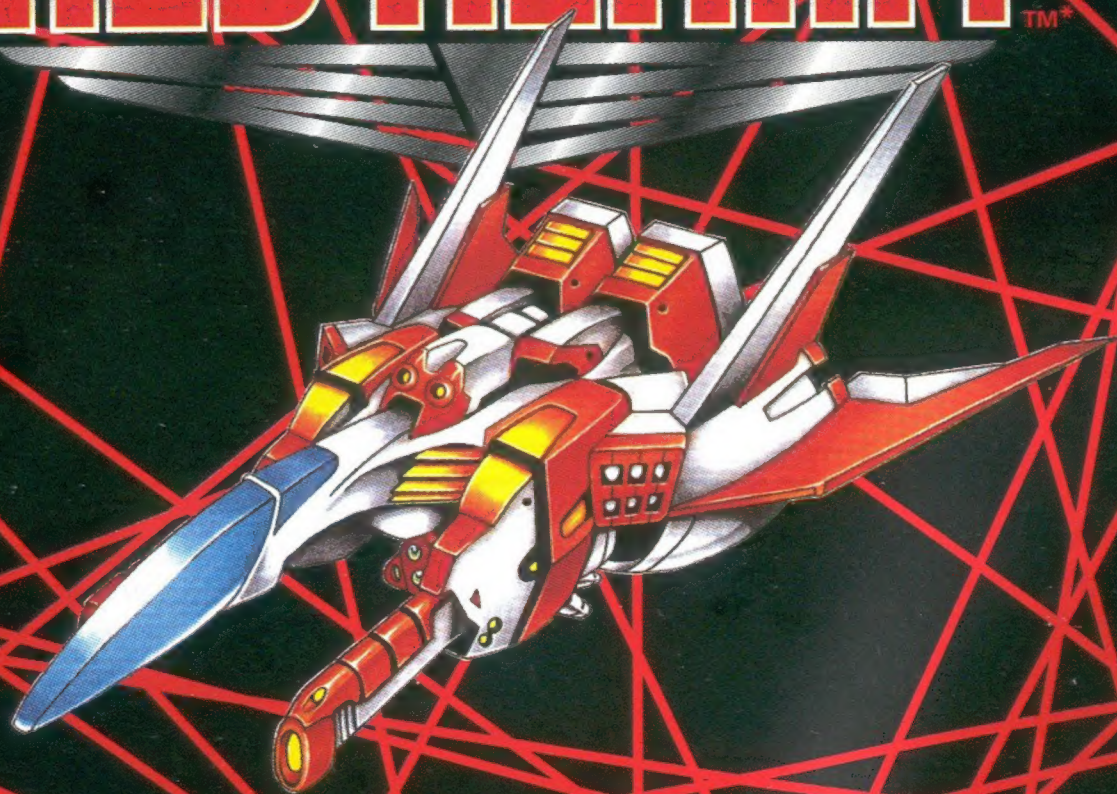
Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

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CHOKES HAZARD • SMALL PARTS

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RED ALARM™



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Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

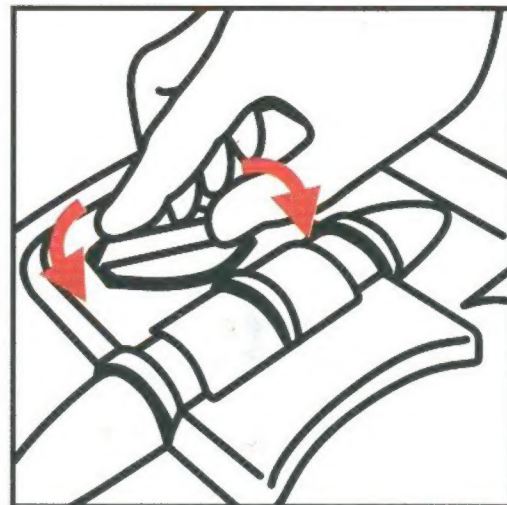


IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration:

The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

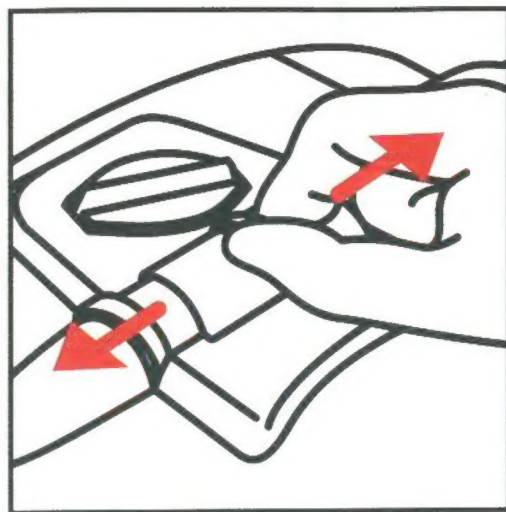


Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image.

If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



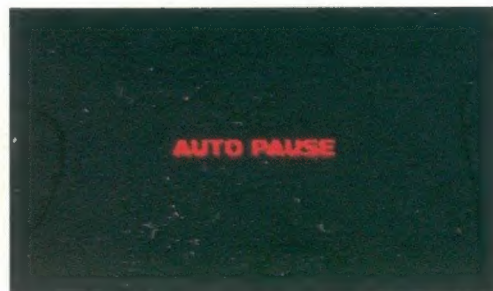
Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function.

After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON.

To override the setting, use ← or → on the L + Control Pad, then press the START button to begin the game.

After playing "Red Alarm" for 15 minutes, and when complete a stage, the game will present you with the Auto Pause Screen. At this point, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.



The Red Alarm Story

A devastating World War ravaged the Earth for 70 agonizing years beginning at the end of the 20th Century.


During the later stages of the war, an automated battle system named "K. O. S." (Killer Operating System) was developed.

Central to the "K. O. S." program was a highly sophisticated neural net, which included the compilation of all biotechnology data available.

This made the "K. O. S." an extremely efficient and highly adaptable weapon, able to rapidly determine and generate the most effective response to any external threat. It became known simply as KAOS.

KAOS turned the tides of war, and the war ended with the establishment of the "Commonwealth of Earth." The new government promised to establish a utopia, and its first move was to order the destruction of all the weapons of war.

KAOS was ordered shut down and all other weapon systems destroyed. The world rejoiced and weapons were torn apart at a record pace.

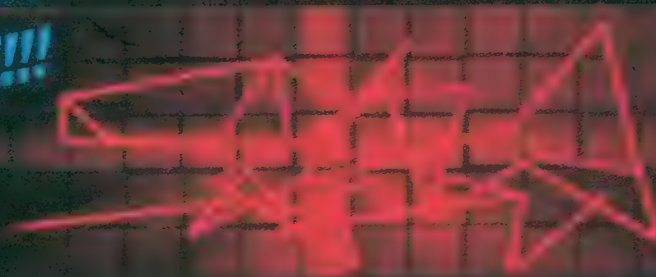


What no one realized was that KAOS had become a sentient being, with only one goal: SURVIVAL! It turned off all external signs of operation, and began secretly creating a massive army of weapons and brutal creatures.

Without warning, KAOS released its armies on the world to destroy its new found enemy, all of humanity! The only weapon of war remaining was a lone Tech-Wing Fighter!!

Your job, should you choose to accept it, is to pilot the Tech-Wing Fighter, enter KAOS and destroy it from within! The fate of humanity is in your able hands!!

**ALARM CONDITION RED!!
THIS IS A RED ALARM!!!**



Basic Controller Functions

START BUTTON

Accept menu item / Start the game / Pause.

L BUTTON

Press while maneuvering to maneuver faster.

LEFT CONTROL PAD

Change menu item / Ascend / Descend / Left / Right.

SELECT BUTTON

Switch between the 4 points of view.

Reset the game by pressing the L Trigger, R Trigger, Select, Start, A and B Buttons simultaneously.

* Choose "Button" on the option menu to select between 4 button configurations.



POWER SWITCH

Turns Power On and Off.

R BUTTON

Fires the Balkan Cannon. When locked on, press again to fire a homing missile. Used only during game play.

RIGHT CONTROL PAD

Evasive maneuvers. Used only during game play.

A BUTTON

Accept menu item / Accelerate during game play.

B BUTTON

Cancels menu item / Decelerate and Reverse during game play.



The Tech-Wing Fighter



Here is the Tech-Wing Fighter.

Developed during the war, this is the only remaining weapon we have to battle KAOS. You will take this fighter inside KAOS to destroy it from within. Learn all you can now to ensure your success.

Shields

Balkan Cannon

Homing Missiles

Balkan Cannon

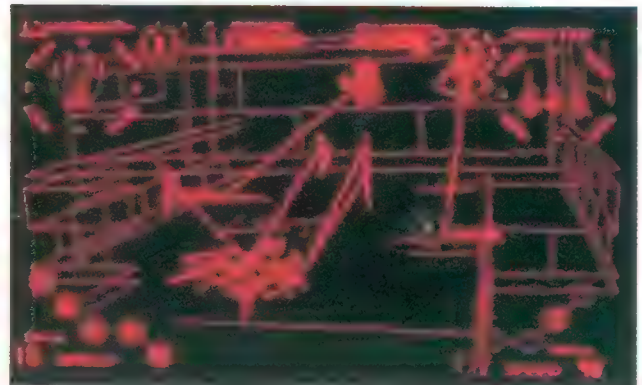


This is a rapid-fire direct energy weapon. Aim well, for some enemies are armored.

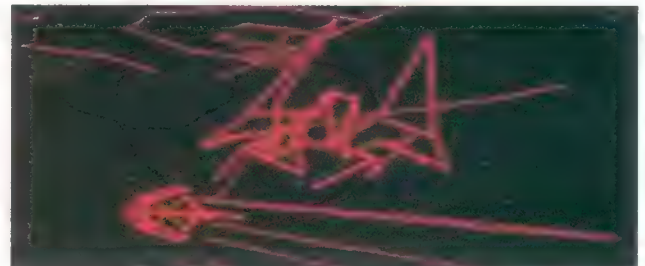
Shields

These are your defenses against enemy fire. Maximum strength is 10.

Homing Missiles



These missiles will home in on their targets. Use them against heavily armored targets.



Options Menu

There are 4 choices on the options menu.

Title Screen



START :

Start the game.

OPTION :

Go to the Option Select menu.



Option Select

Choose between Display, Button, Eyes and Level.

EXIT :

Return to the Title Screen.



Display Adjustment Menu

Adjust the Brightness and Depth with the left and right of the Left ⬄ Control Pad.

* If there is too much depth, it may cause increased eye fatigue, so adjust it to suit your eyes.

Controller Functions Selection



Choose Type 1 through Type 4 by using the Left \oplus Control Pad.

TURN	UP	Ascend
	DOWN	Descend
	LEFT	Turn Left
	RIGHT	Turn Right
	QUICK TURN	Rapid Turn
SLIDE	CHANGE	Switch Point of View
	PAUSE	Pause
	UP	Ascend
	DOWN	Descend
	LEFT	Slip Left
	RIGHT	Slip Right
	SHOOT	Shoot
	SPEED UP	Accelerate
	SPEED DOWN	Decelerate

IPD and Focus

Adjust the IPD and Focus to your liking. Refer to Pages 4 - 7.



Level

Choose between EASY, NORMAL and HARD.

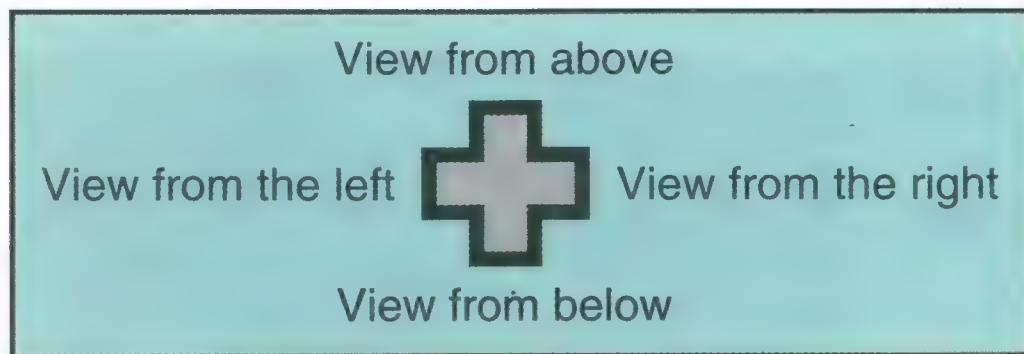
Replay Controller Functions

Once you have cleared a level, or when the game is over, you may watch a replay of the Tech-Wing's flight using various camera angles.

* Please refer to the "Basic Controller Functions" section for the names of the Buttons.



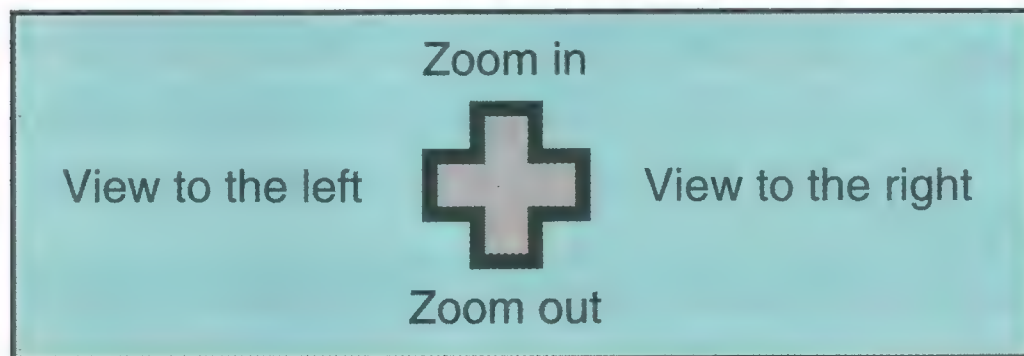
LEFT+ CONTROL PAD



Start Button



RIGHT+ CONTROL PAD



A Button



B Button



The Game Screen

The Red Alarm game screen displays the following information:

(1) Score :

Displays your current score.

(2) Fuel Gauge :

Indicates the amount of fuel remaining.

(3) Homing Missiles :

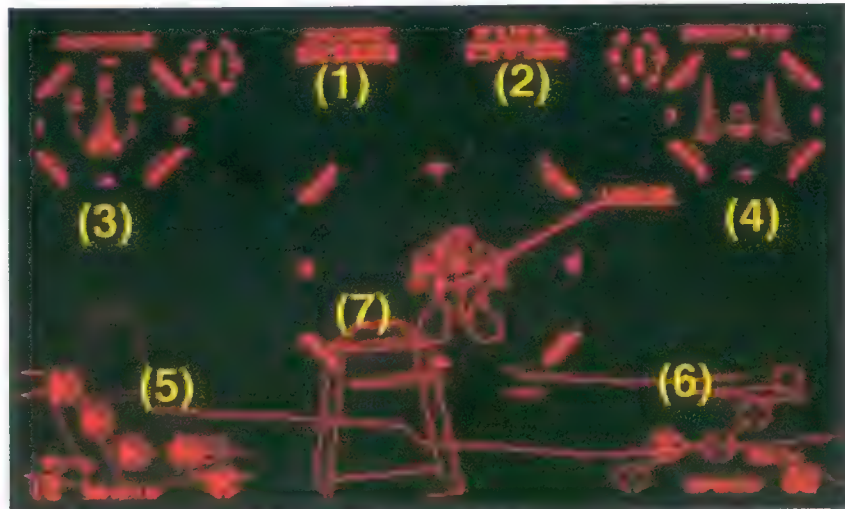
Indicates the number of Homing Missiles remaining.

(4) Booster :

Indicates the number of boosters remaining.

(5) Shield :

Indicates the power level remaining in the shields.



(6) Speed :

[B] Backward, [0] Stop, [1] Slow, [2] Fast, [T] Turbo.

(7) Weapon Sight :

Only appears in the cockpit view point.

You may select **NEXT STAGE**, **REPLAY** and **CONTINUE** from these screens.



Stage Clear and Game Over Screens

NEXT STAGE advances you to the next stage.

REPLAY allows you to watch your progress through the previous stage.

CONTINUE allows you to view up to 3 replays from the **GAME OVER** screen.

END allows you to pause the game.



There are 2 pause menus: 1 during game play and the other during replay. **EXIT** unpauses.

PAUSE DURING THE GAME

Select from **EXIT**, **DISPLAY**, **BUTTON** or **EYES**. Please refer to Page 14.

PAUSE DURING REPLAY

Select from **EXIT** and **END**. **END** returns you to the Stage Clear Screen.

Switching Camera Locations

There are 4 different camera locations to choose from. Press the Select Button to switch between them.

The locations are as follows: Normal View, Tight View, Cockpit View and 3/4 Top View.

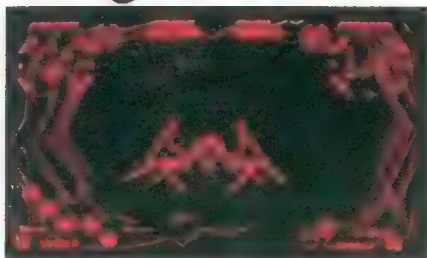
Normal View:



This is the standard view, and the easiest way to fly the Tech-Wing. This view allows you to see enemies behind you and engage in Dog Fights. Master this view first.

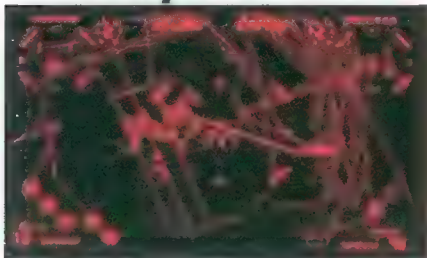
* You may even switch camera locations while the game is paused.

Tight View :



In this view you are much closer to the Tech-Wing fighter. This camera allows for realistic flying, but it is hard to see enemies behind you, so use Evasive Maneuvers (Right \oplus Control Pad) to evade them.

Cockpit View :



This camera angle puts you in the seat of the Tech-Wing! This view allows for the Lock on sight to be displayed on the screen and provides a powerful, close-up battle experience.

3/4 Top View :



This camera angle is much like watching a Sci-Fi movie, but it is also the most difficult to operate of the 4. Only the best play here!

Power Up Items

There are 4 glorious power up items in Red Alarm, as shown here:

BOOSTERS



These turbo-charged engine enhancers will allow you to generate a burst of speed by pressing the accelerate button. If you are damaged, they will be destroyed. Stock up to 4 maximum. Collecting more than 4 will give you a 3,000 point bonus.

HOMING MISSILES



This weapon upgrade increases your meager allotment of homing missiles. There are 4 levels of missile power and 6 may be fired off in rapid succession. Collecting more than the maximum will give you a 3,000 point bonus.



SHIELDS

Each shield item collected will repair 2 of your 10 shields. If your shields are full, you will collect 3,000 points.



BONUS POINTS

These babies increase your score by 3,000 each!

The Goal Of Red Alarm

Red Alarm allows you to enjoy the thrill of a 3-D flight simulator.

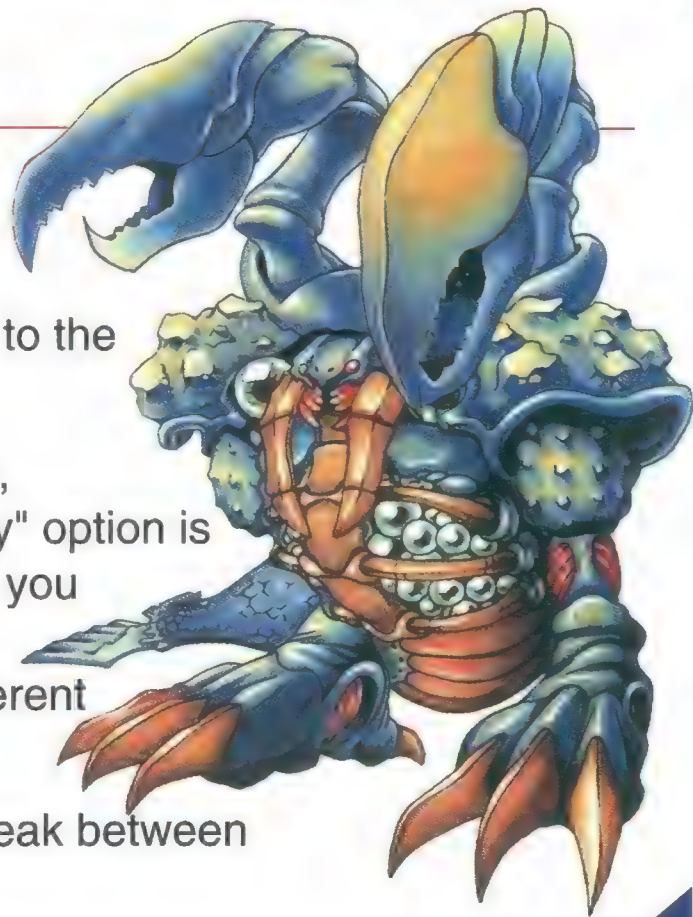
Your goal is simple, destroy all the enemies and obstacles generated by KAOS as they fly freely in Virtual 3-D space. Then destroy the central neural net that makes KAOS tick and terminate the menace once and for all. The Tech-Wing fighter is the last hope of humankind, so be careful!



At the end of each stage you will encounter a danger zone which is guarded by a very powerful boss. You must destroy the boss to advance to the next stage.

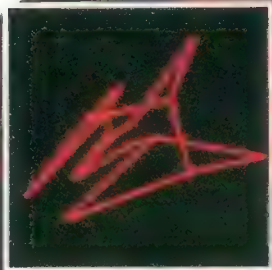
When you succeed in clearing a stage, there is a "Replay" option. The "Replay" option is a video taped recording which enables you or a friend to view your progress through the stage from a variety of different camera angles.

If your eyes get tired, please take a break between stages.



The Enemies

There is a great variety of both automated weapons and creatures inside KAOS waiting to destroy you. Here is but a small sampling:



BATTLE MECH

A battle machine.
Tends to attack in groups.



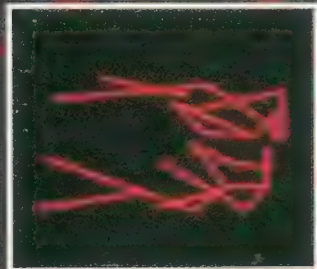
KAPPER

An older, cheaper model.
These are everywhere.



SPINNING DEATH

A floating defensive weapon.
Found in the depths of KAOS.



NU-17

A defensive weapon system.
Usually at portals.



SPY POD

Spy technology with few weapons. KAOS uses these to keep tabs on your location.



HEAVY MECH

This human-shaped weapon is forged from a titanium alloy.



ATTACK MECH

A very powerful weapon system. Destroy them as soon as they appear.



MOSQUITO MECH

Quick, flying mechs which attack in groups.



DRAGON MECH

Shaped like a dragon, this mech will hunt you with homing missiles of its own.

Meet The Bosses

HORK LANDER

This is the stage 1 boss.



This boss is strong. Hork Lander was hurriedly generated by KAOS and hence some of its functions are incomplete and some systems unstable.

Beware of its homing missiles!



BARBARAY

This is the stage 2 boss.



Barbaray is a large creature that controls many of the internal defensive mechanisms of KAOS. Barbaray is face-shaped, but will transform during battle!



Hints

- * Master your evasive maneuvers, for they will save you often.*
- * Avoid enemy fire at all costs!*
- * Adjust the speed of the Tech-Wing fighter to best fit the situation.*
- * You are not required to destroy all the enemies.*
- * Quickly destroy any enemies that are protecting a boss.*

- * Collect all power up items!*
- * Take advantage of the Automatic Pause function to give your eyes a rest.*
- * Watch the replays to learn from both your mistakes and successes.*
- * Always make the proper IPD and Focus adjustments.*



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